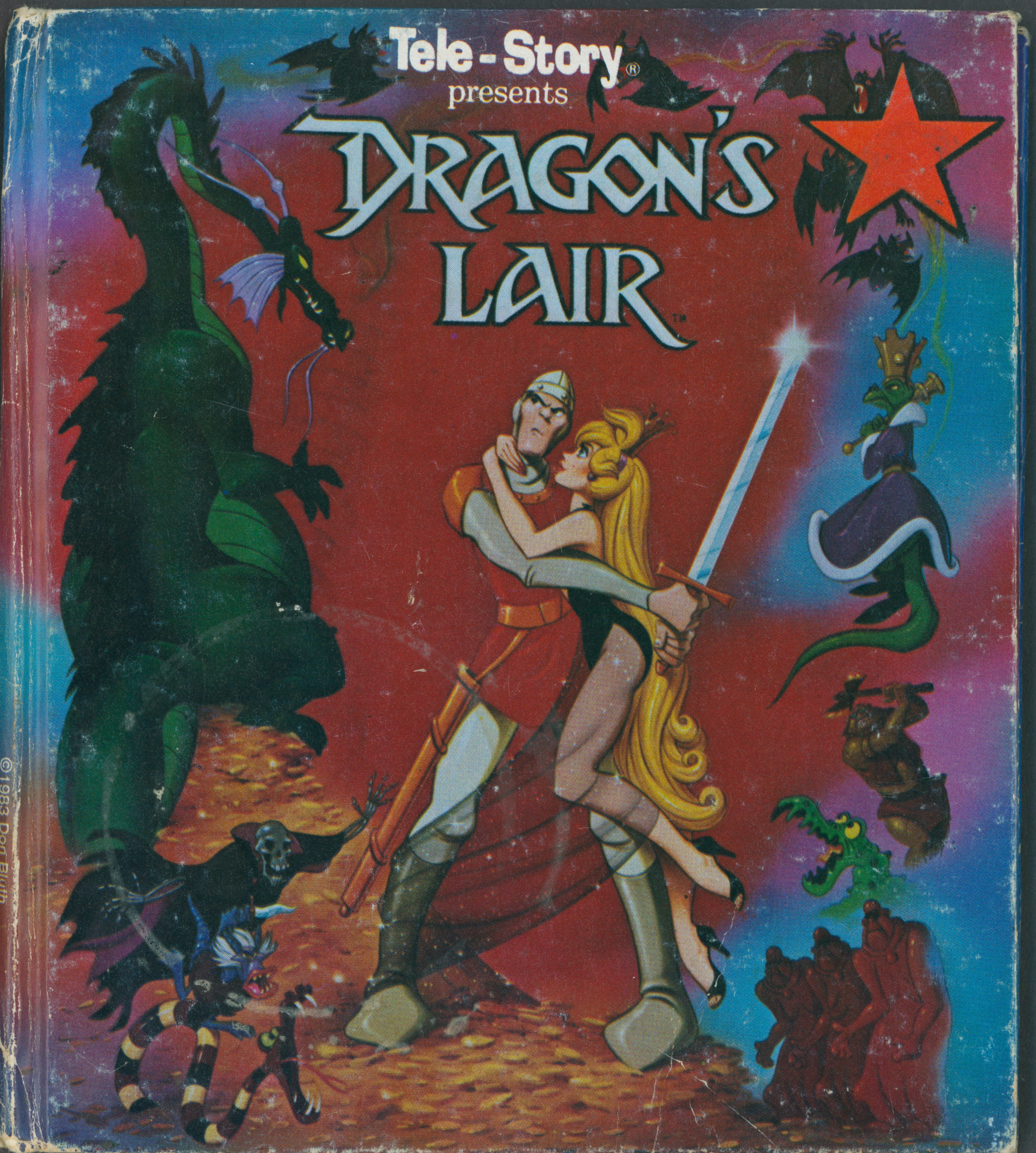
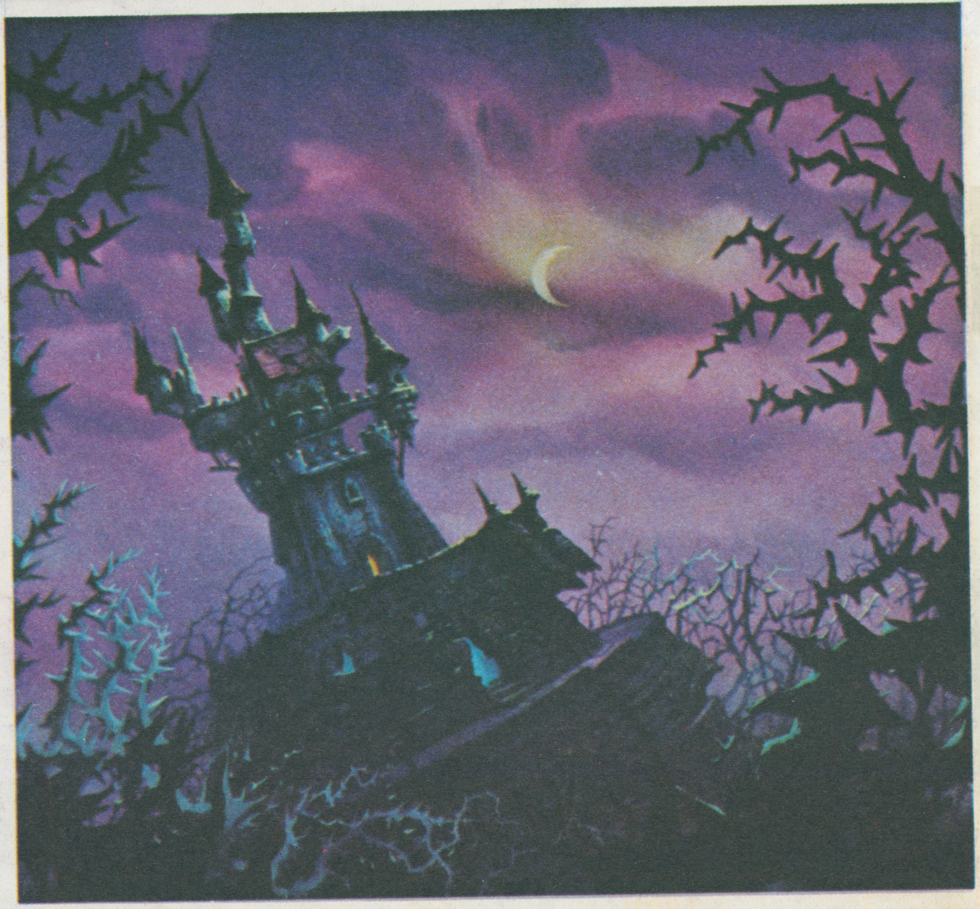
Tele-Story®
presents

# DRAGON'S LAIR™



©1983 Don Bluth



When you hear this sound: ● , you'll know it's time to turn the page. Now, let's begin our story.

**Tele-Story**®

presents

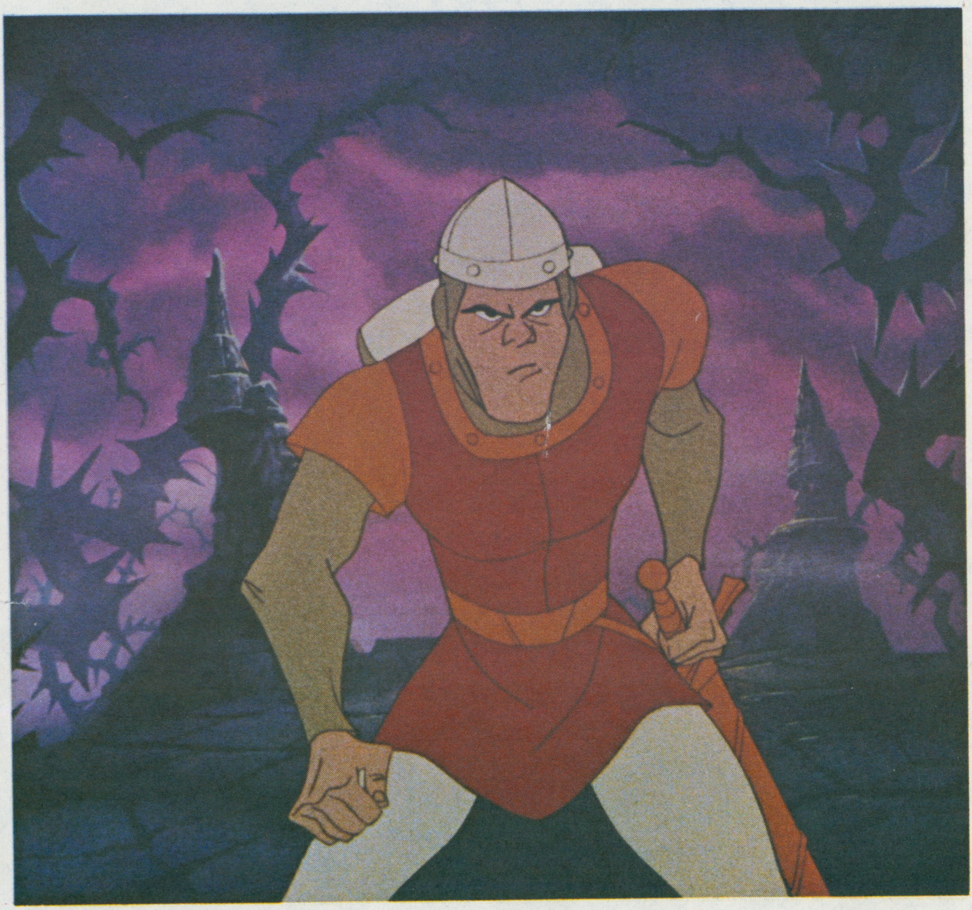
# DRAGON'S LAIR™

PRODUCED AND ILLUSTRATED BY
DON BLUTH STUDIOS
DESIGNED AND WRITTEN BY
DAN KUENSTER AND PATRICK JOHNSON

© 1983 Don Bluth

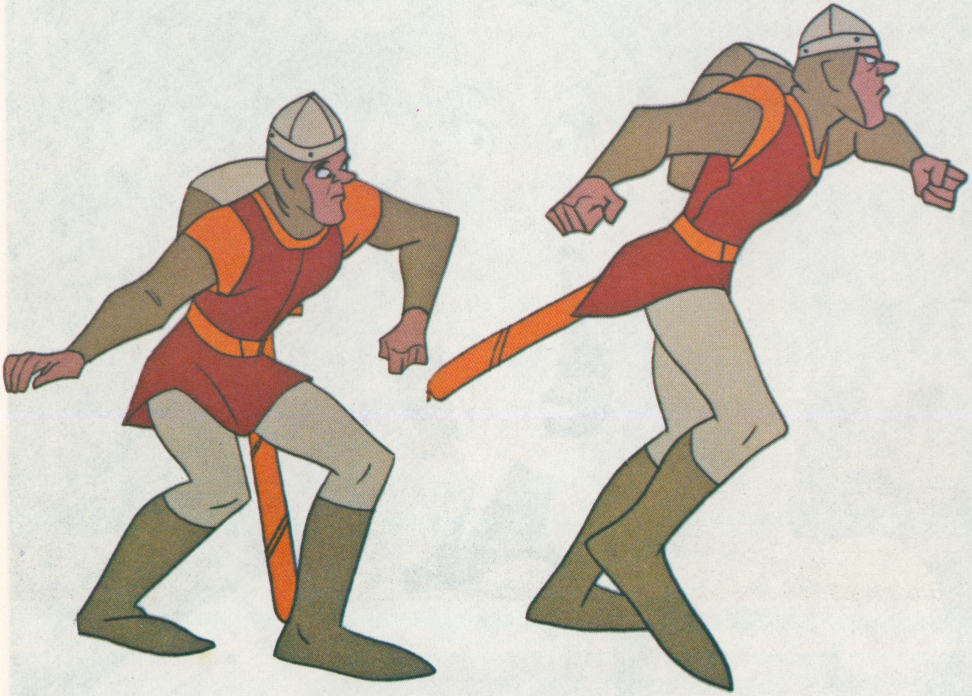
SUPERVISED BY
LARRY TAMBLYN

©1984
**SUPERSCOPE**®

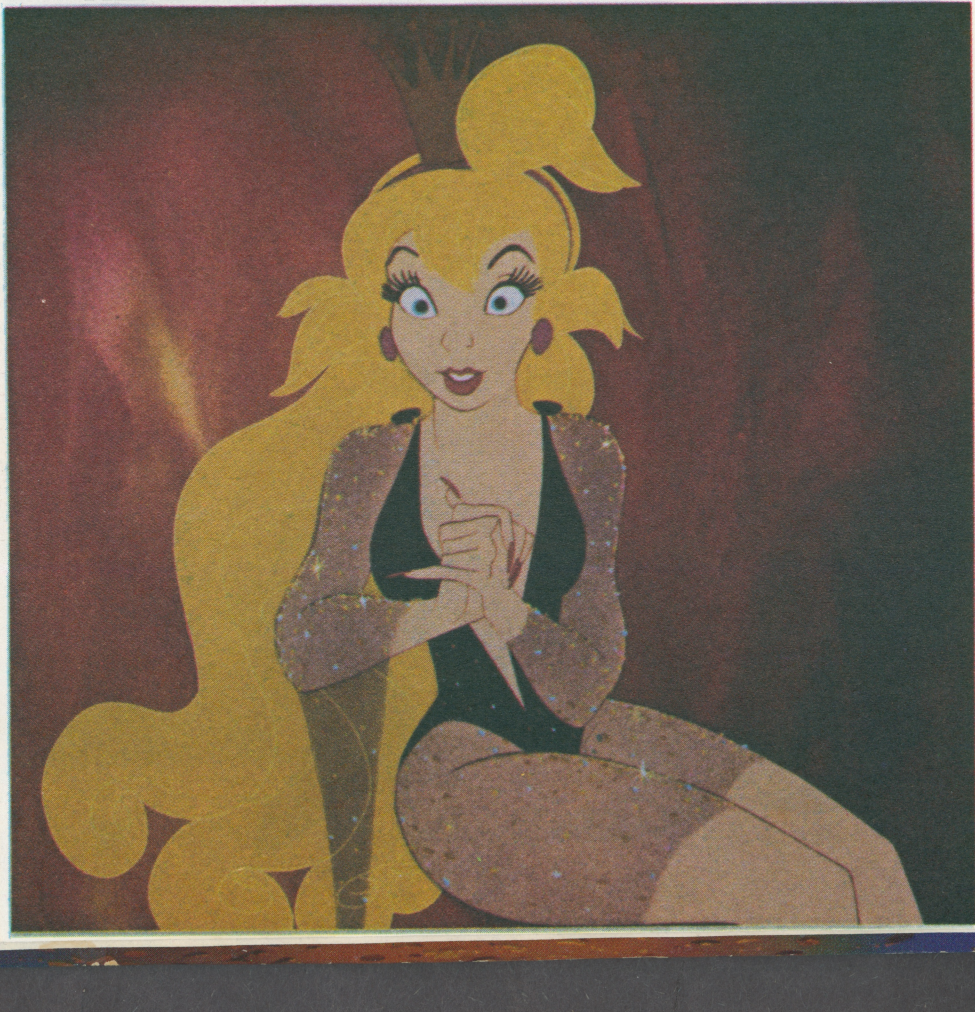


Le
livec
knev
Whe
resc
Dirk
mad

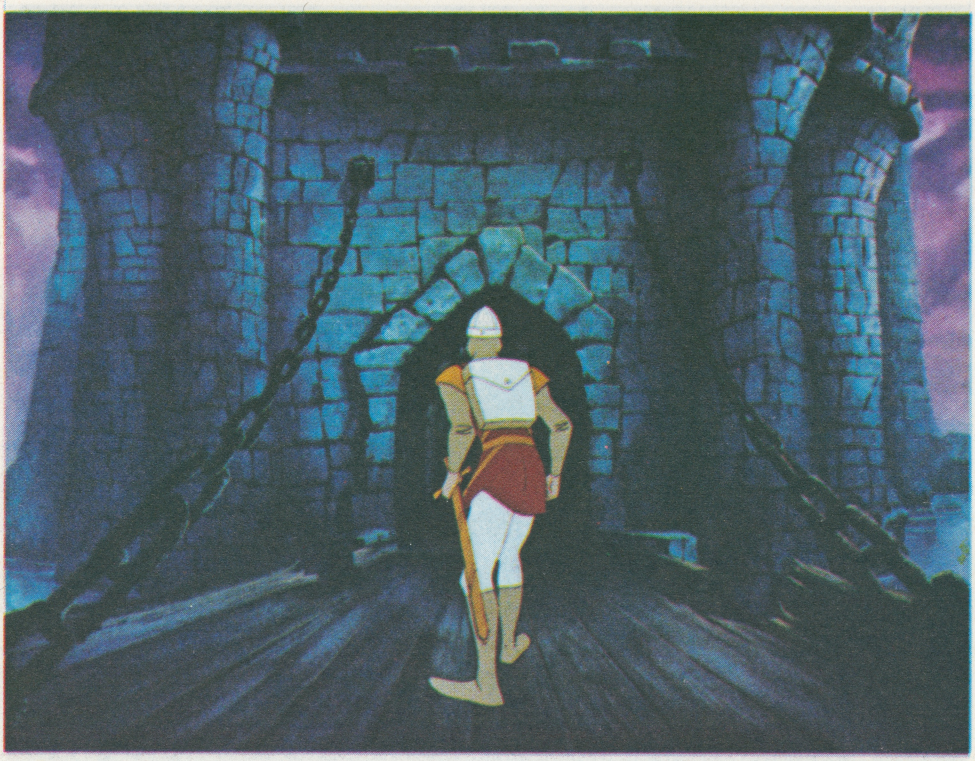
Long ago, in the days of dragons and fairy princesses, there lived a famous knight. His name was Dirk. But everyone knew him as Dirk the Daring, for he was very brave indeed. Whenever people in the village needed help, Dirk would rescue them, but fame and fortune were not important to Dirk. Helping people was something Dirk did because it made him feel good.



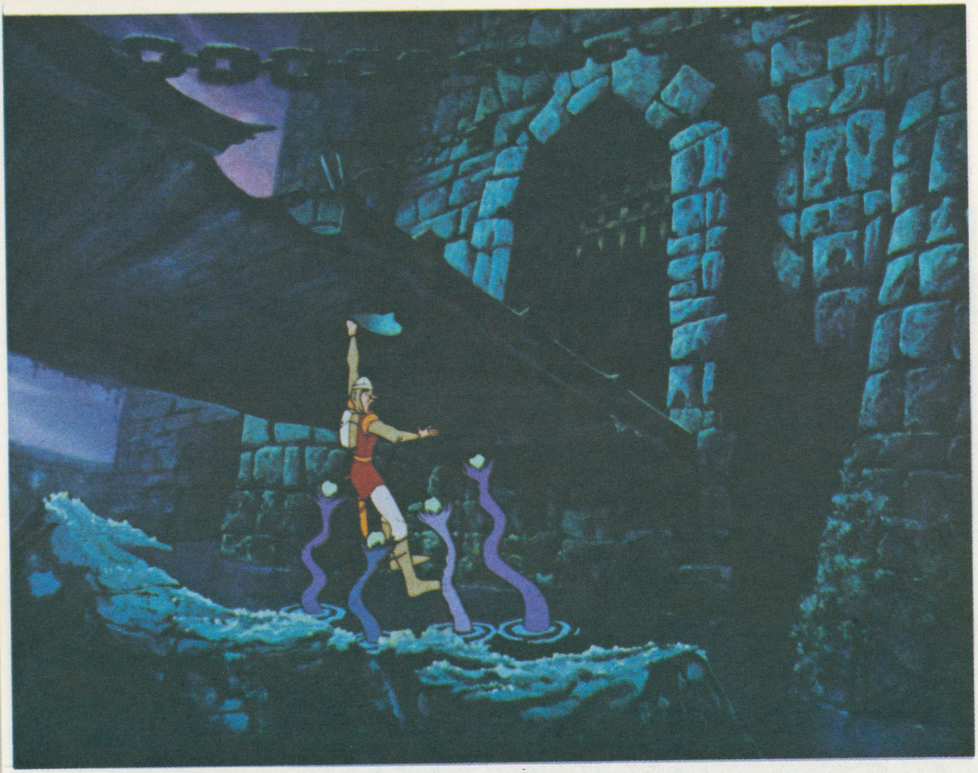
One day the beautiful Princess Daphne was kidnapped by an evil wizard. Dirk knew he had to save the young princess. He also knew that the evil wizard would keep her deep inside the magic castle, in a place no one had ever escaped . . . THE DRAGON'S LAIR.



er
dr



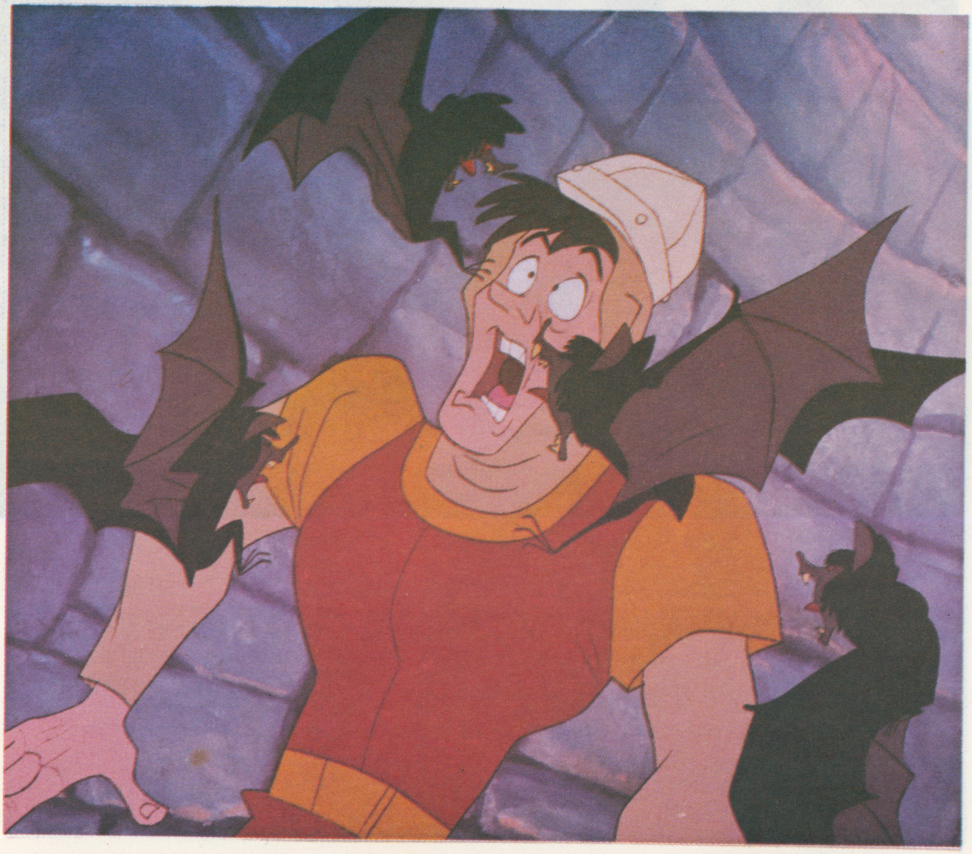
As the sun rose, Dirk found himself at the entrance to the enchanted castle. Very quietly, Dirk approached the drawbridge. He started across the bridge . . . ●

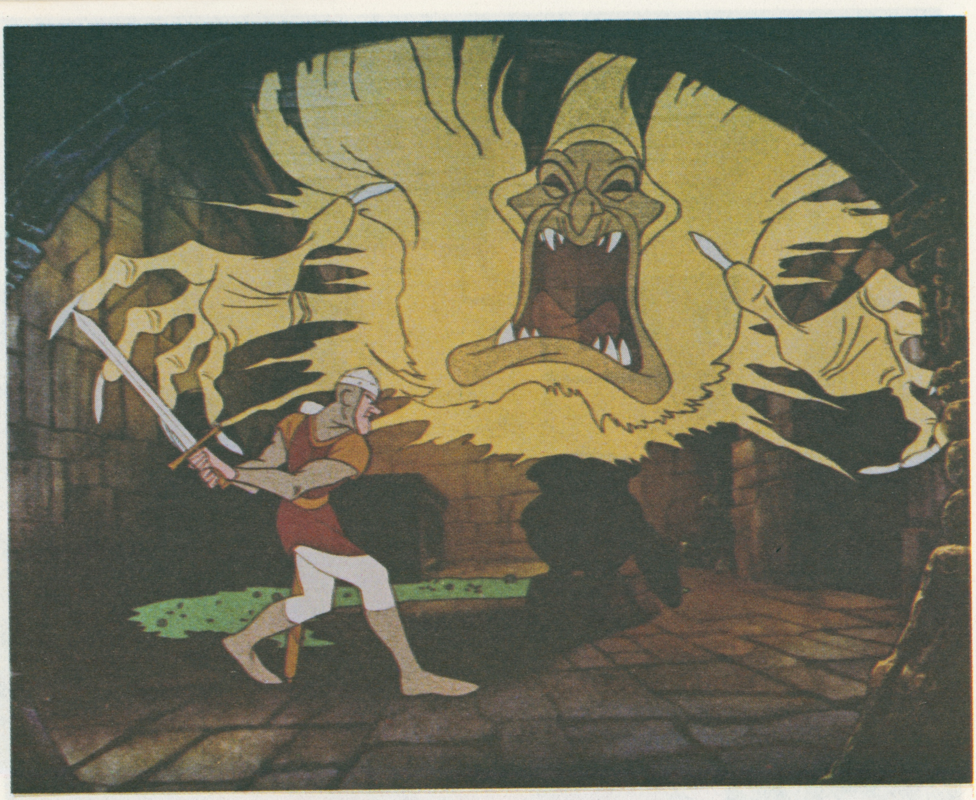


. . . and fell through the old, rotting boards. Dirk found himself face-to-face with a pack of one-eyed serpents. With a mighty swing of his sword, Dirk scared away the serpents and made his way safely into the castle.

n

The castle was dark and gloomy. Dirk wondered where to start looking for the Princess. All of a sudden, an army of bats swooped down on Dirk, chasing him down a dark, rickety stairway. Dirk was quick and escaped the bats by ducking into a room at the bottom of the stairs. ●



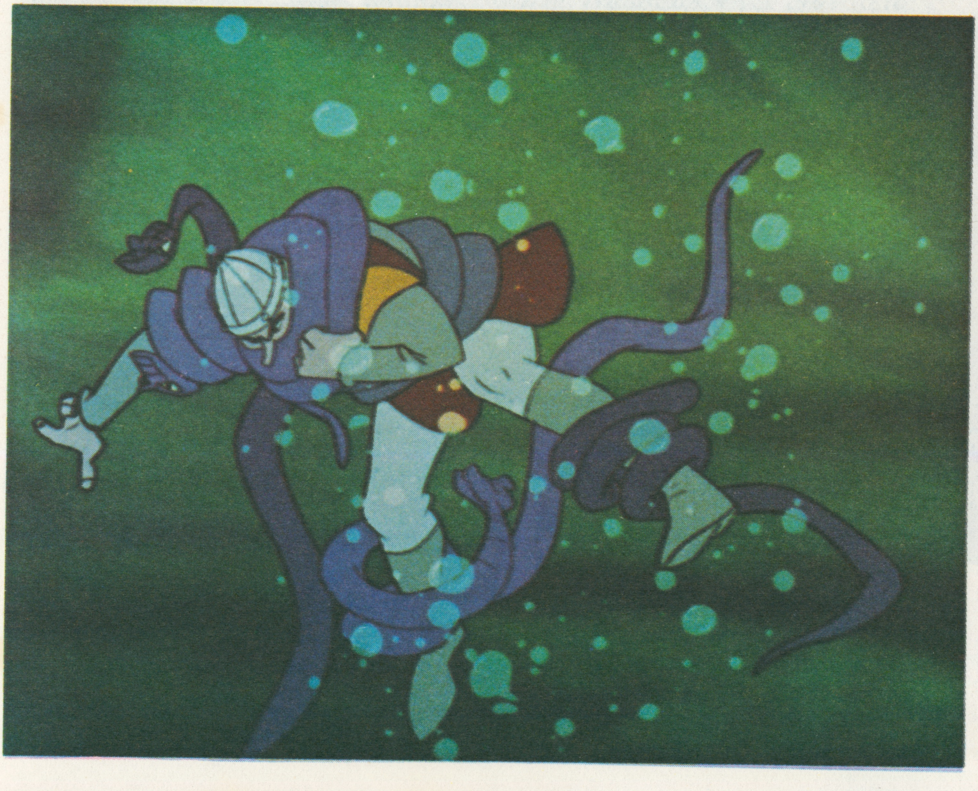


Inside the room was a large pot with something awful boiling in it. Dirk crept closer. Just then, the spirit of the evil wizard rose out of the boiling brew and reached out to grab Dirk. Dirk drew his sword, but before he could swing at the evil wizard . . .

. . .
him

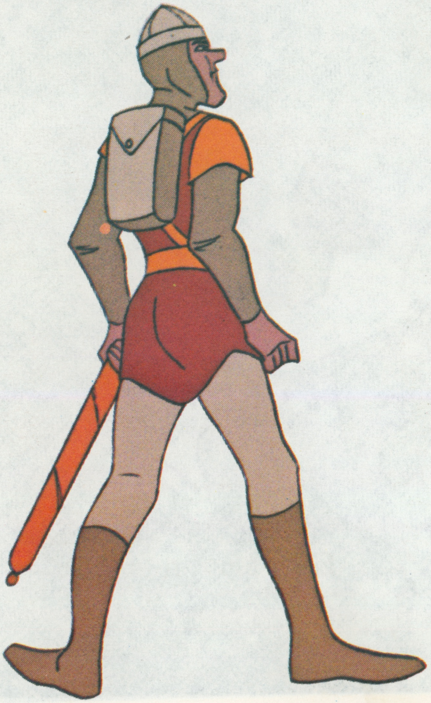
vil
ub
he

. . . a trap door beneath Dirk's feet opened and dropped him into a pool filled with sea snakes.



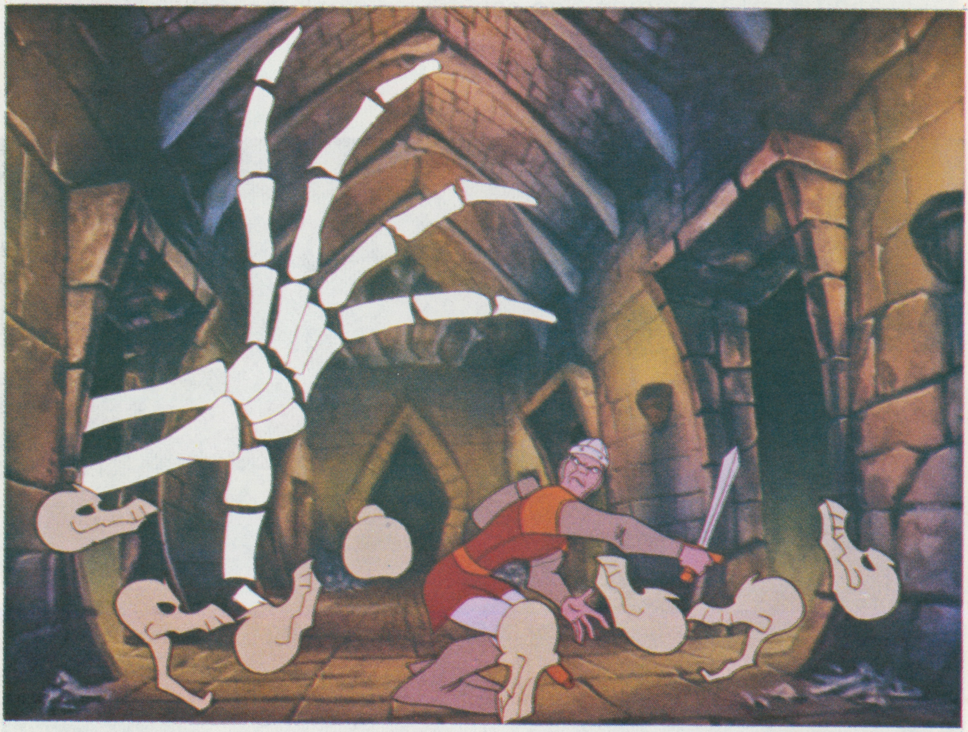
The sea snakes were no match for Dirk. He fought free with ease. Dirk climbed out of the pool, amazed to be alive. That had been a close call. The evil wizard had many tricks up his sleeve. And since he had two sleeves, he probably had two times as many tricks! If Dirk was going to rescue Princess Daphne, he would have to be more careful. But first, he had to find her. That turned out to be much easier than Dirk thought it would be. While walking through a dark hallway, Dirk suddenly heard Daphne.

"Save me!!"



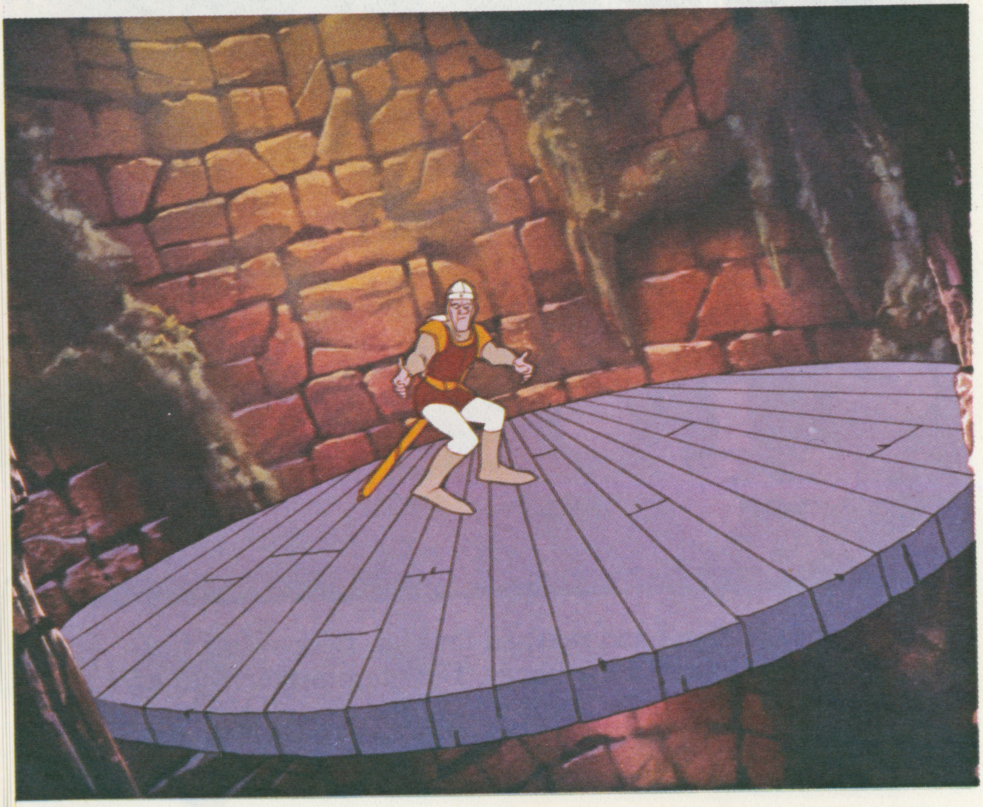
ee
ve.
ks
y
ne
st,
an

He ran towards her voice. Suddenly, a bunch of giggling skulls tried to surround him. Dirk jumped back and turned to run.



A giant skeleton hand reached for him. Dirk swung his sword and shattered the bones. Dirk ran farther until he reached an open door at the end of the tunnel. He jumped through, ready for anything.

Well, almost anything! Anything except a floating platform that suddenly began to fall! Down he went . . . faster and faster! If he didn't do something quick, he'd fall all the way to the bottom. So, he jumped.

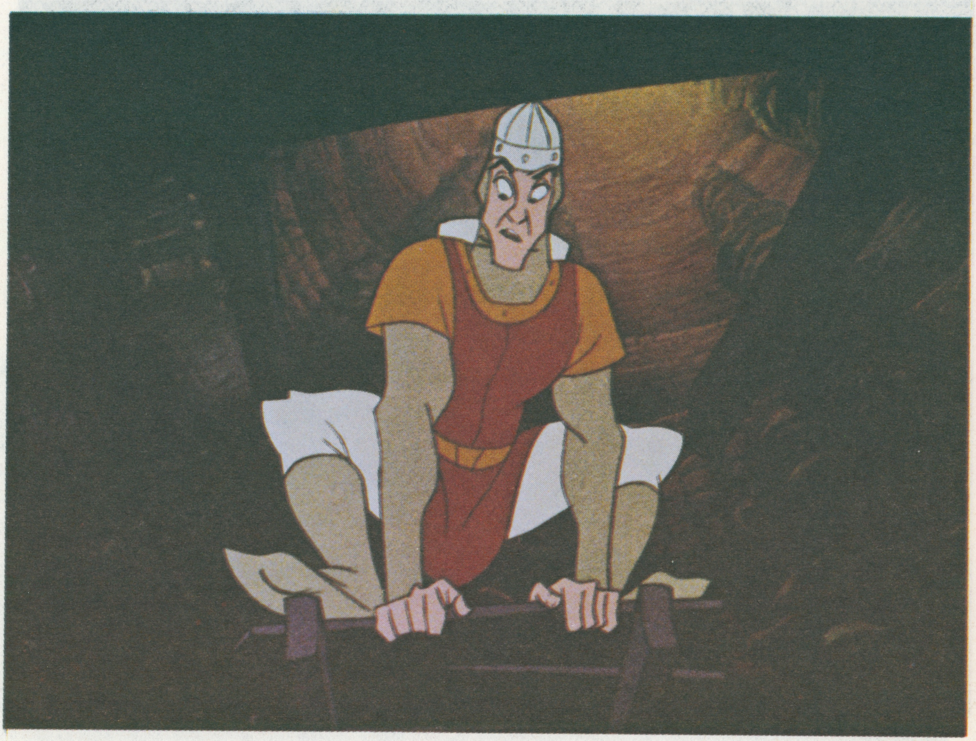


D
he
gav
dar

“Sa

Dir
had

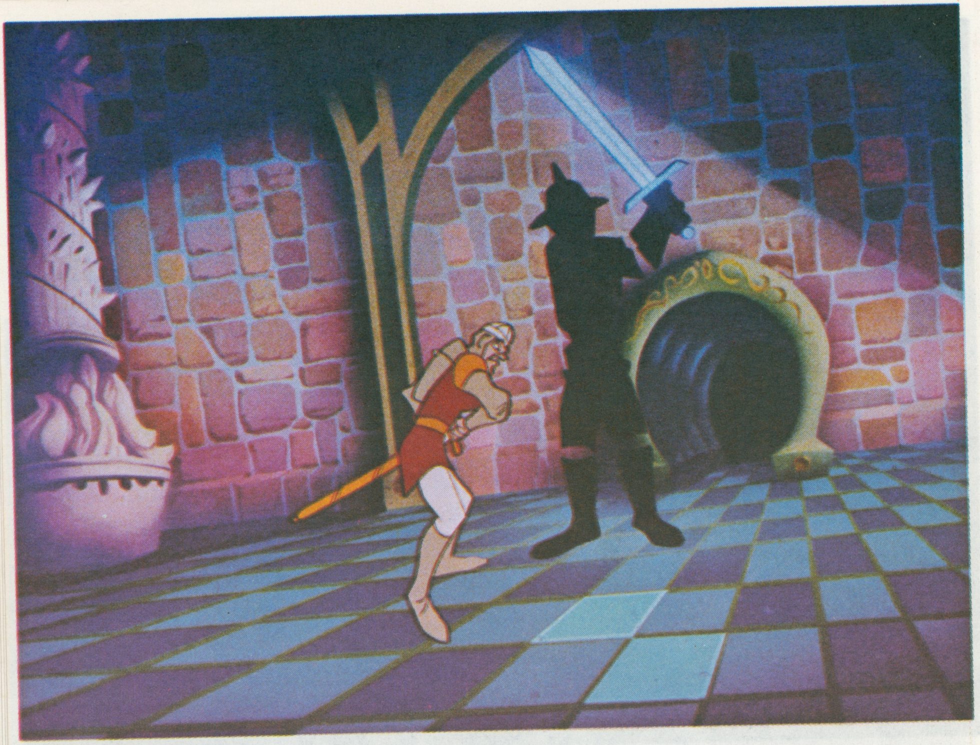
er
ne



Dirk landed on a broken bridge, but almost fell off because he lost his balance. He jumped just as the rest of the bridge gave way. Dirk took a deep breath. This place was really dangerous! Again, he heard the Princess call out to him.

"Save me!!"

Dirk knew that no matter how dangerous this place was, he had to find Daphne.

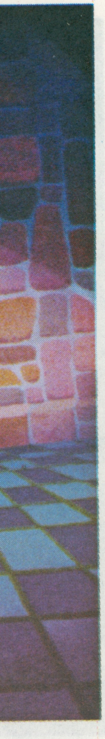


The next room seemed safe. It was a great hall with a checkerboard floor and an old suit of armor at the far end. But, as Dirk stepped into the room, the suit of armor came to life! It tapped its sword on the floor. Squares of freezing cold light started to rush down the floor toward Dirk.

"W-wow!"

He jumped left. The freezing light followed. Dirk jumped to his right.

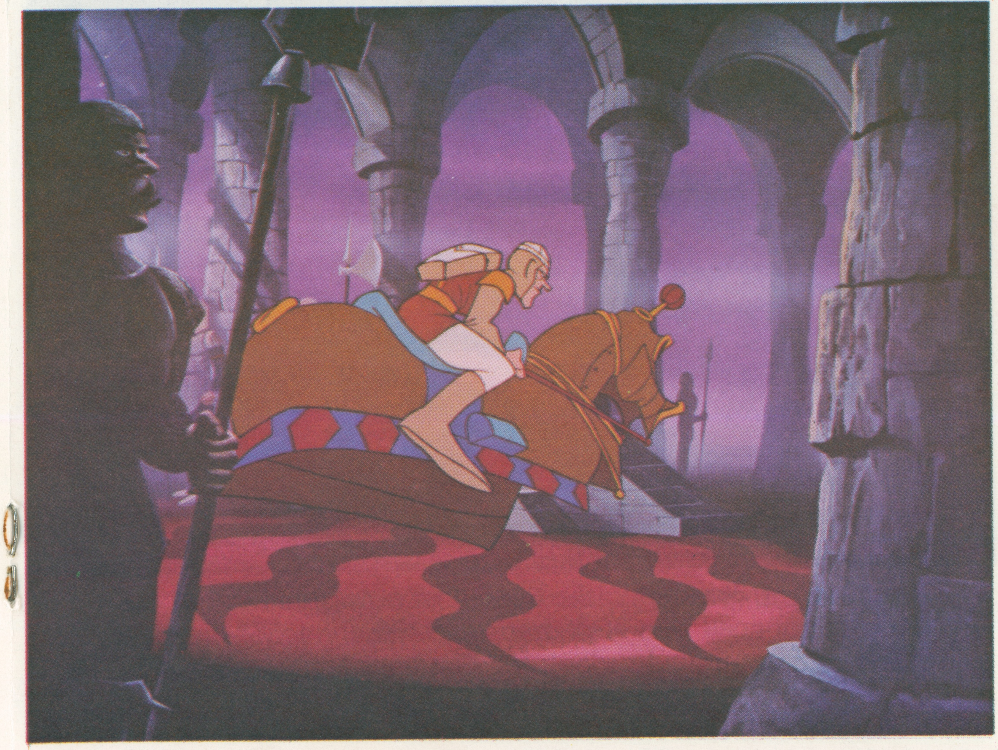
So
you m
to get
jumpi
So di
same
disap
a hor
Dirk



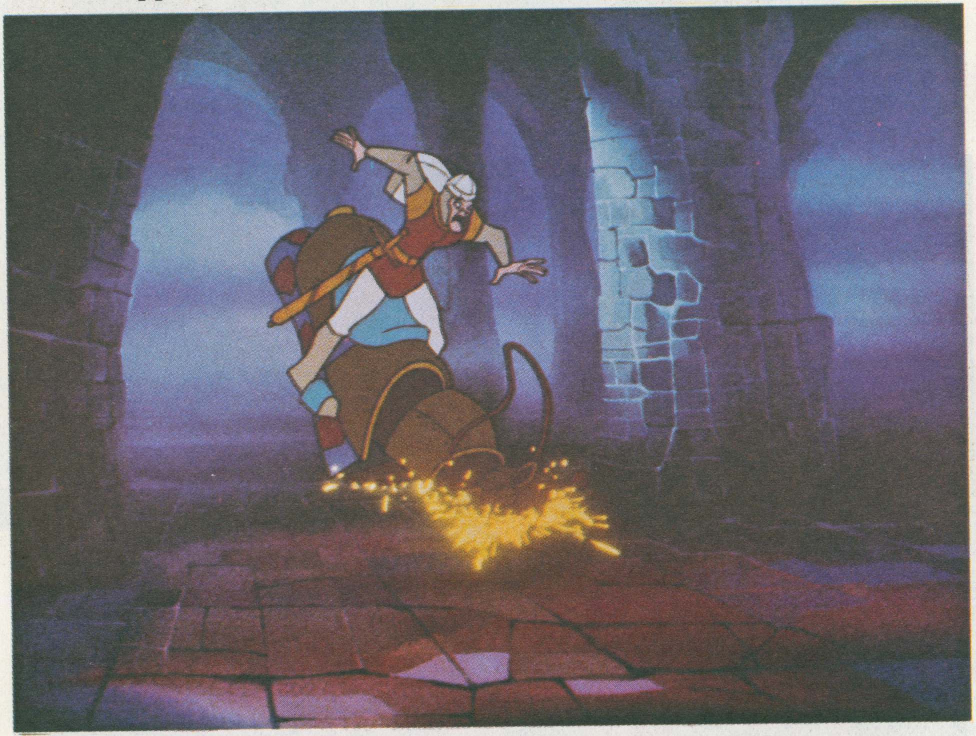
d.
to
ld

to

So did the light. It was like playing hopscotch, except if you missed, you would be turned into a Knightcicle! Dirk had to get closer to that suit of armor. He kept jumping and jumping. When Dirk got close enough, he raised his sword. So did the suit of armor! They swung their swords at the same time. But Dirk was faster and the suit of armor disappeared in a flash. Dirk entered another hall and found a horse made of iron. A tiny light on the saddle flashed. Dirk climbed aboard . . . ●



. . . and the horse began to race through the castle. Dirk controlled the horse by moving the light left or right. Ahead, there was a brick wall. Dirk was about to turn when a wall of fire appeared on the left. Which way should he go?

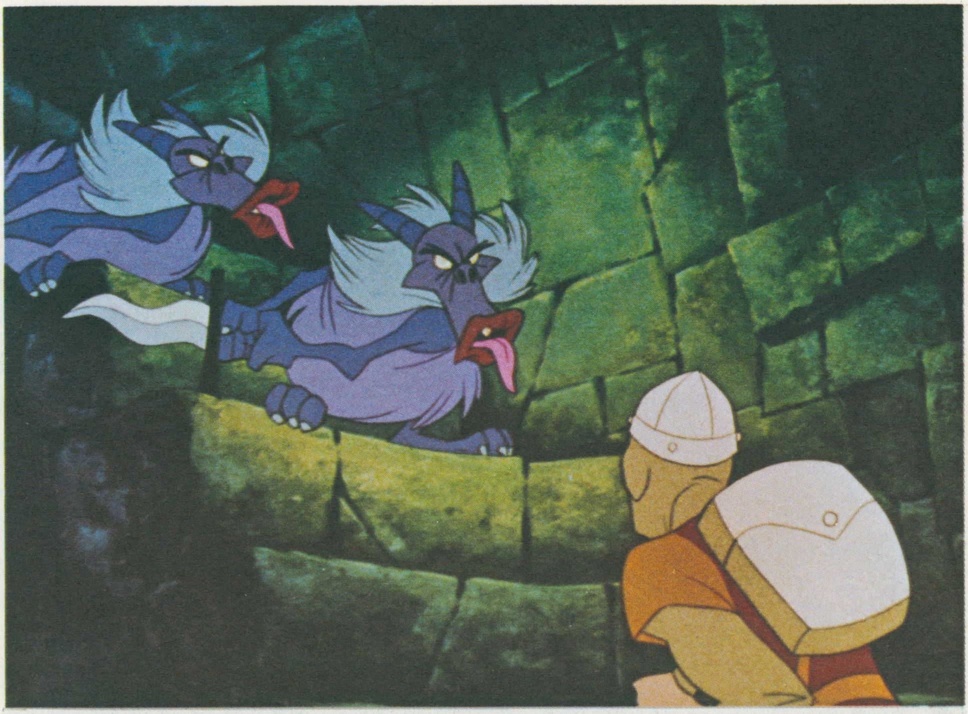


Right? Right! Suddenly, the horse lost power and fell to the floor. It bounced to a stop that sent Dirk flying. He landed safely and continued to look for Daphne.

Di
He w
appe
Goo
were
were
. . . t
he fo

rk
ad,
of

the
led



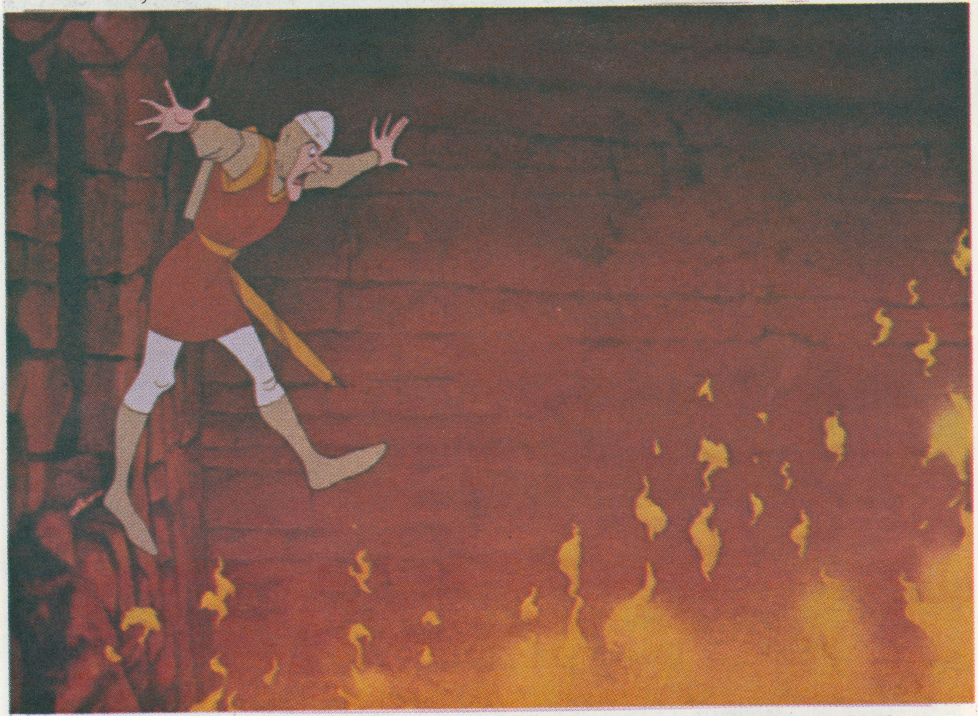
Dirk found himself at the bottom of a spiral staircase. He was halfway to the top when a gang of Giddy Goons appeared! They charged Dirk, swinging their sharp Goonyswords. Dirk was ready for them. Just as the Goons were about to get him, he swung his sword. The Giddy Goons were no longer giddy. They weren't Goons any more either . . . they were gone! When Dirk reached the top of the stairs, he found a door that was hot to the touch. ●

Dirk wondered if perhaps the Dragon was behind the door.

"Hmmmmmmmm?"

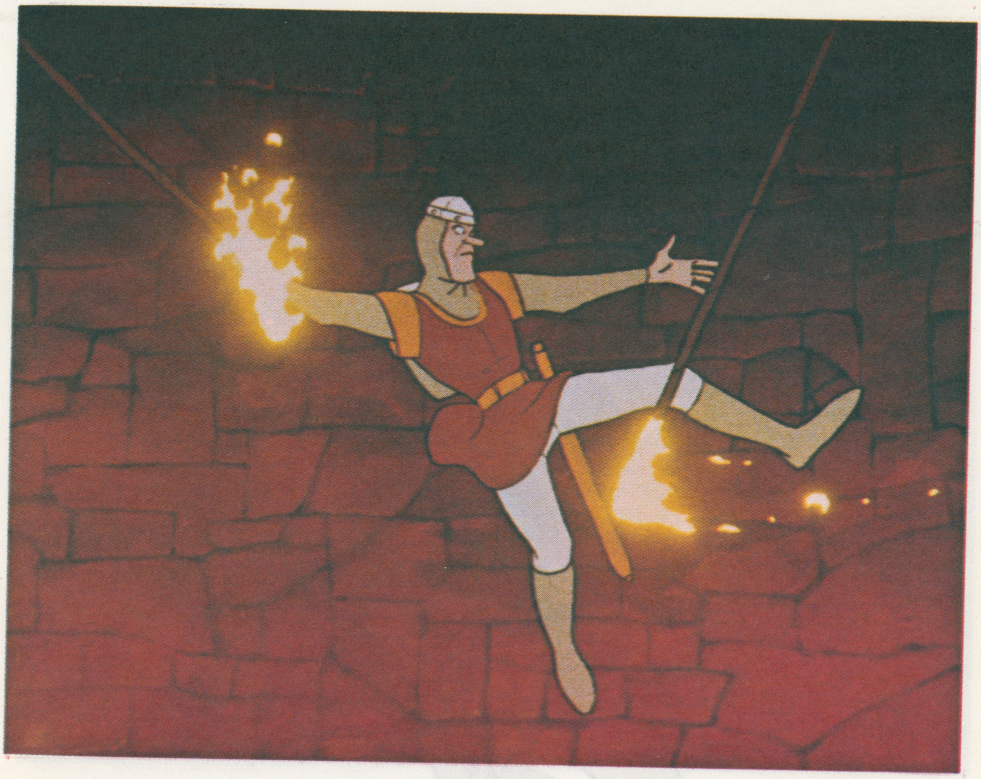
He kicked it open and jumped inside.

"Uh, oh?"



He landed on a small plank high above molten lava and fire! Magic ropes swung back and forth. There was another plank and door on the far side of the room. Dirk waited for the closest rope to swing near, then he jumped and grabbed it.

Di
one.
Dirk
abou



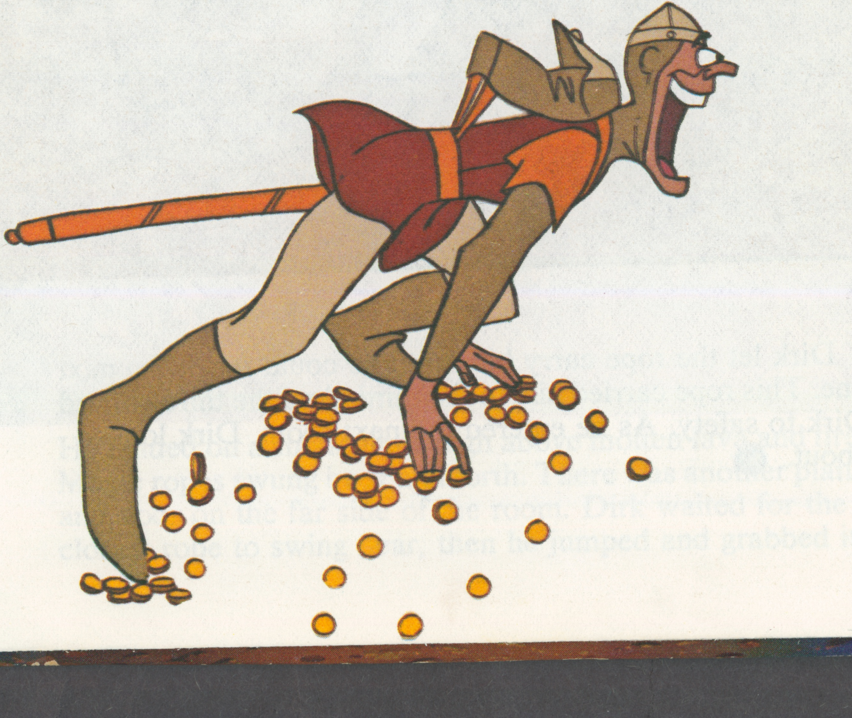
Dirk let the rope carry him until he could reach the next one. This rope carried him to the third. And the third carried Dirk to safety. As he entered the next room, Dirk looked about.

"Save me!!"

Daphne's voice sounded very near! Dirk walked a short distance. A strange growl came from behind him! Dirk turned around quickly, and stepped backwards. That's why he never saw the large hole in the floor. And he backed right over the edge!

"Yaaaaaaaa!"

He fell into darkness, sliding down a long, winding tunnel. He landed on a big pile of gold coins . . . right next to the sleeping DRAGON!! Dirk swallowed hard. Quietly, Dirk got to his feet.



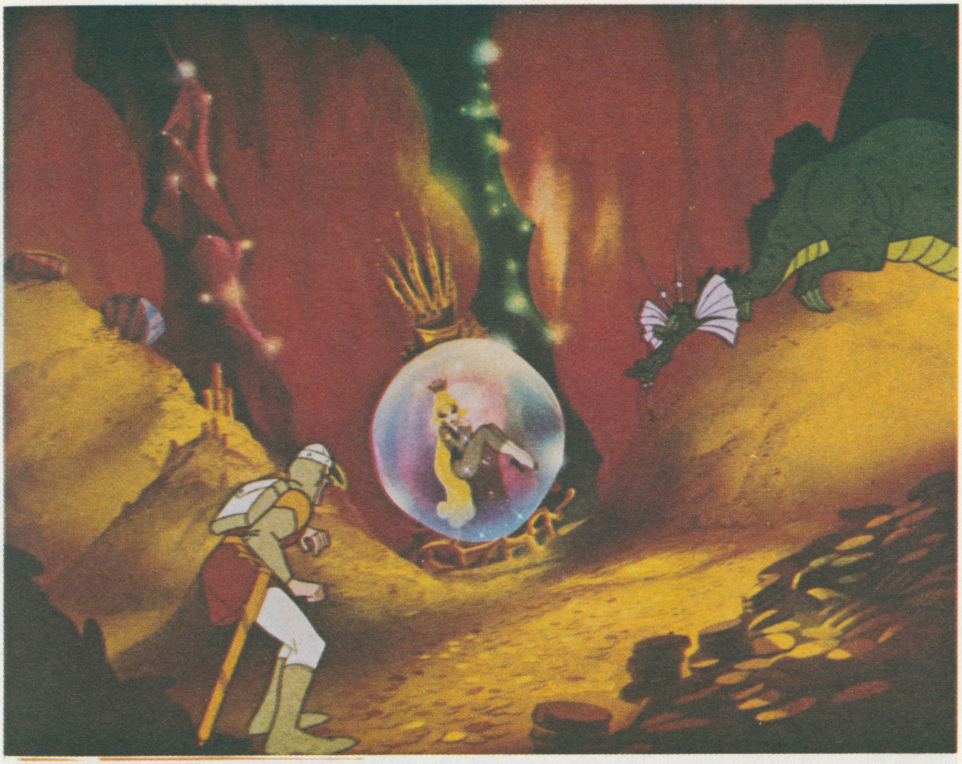
---

"Oc

Dap
the I
Mag
Dap

t
hed
ver
er

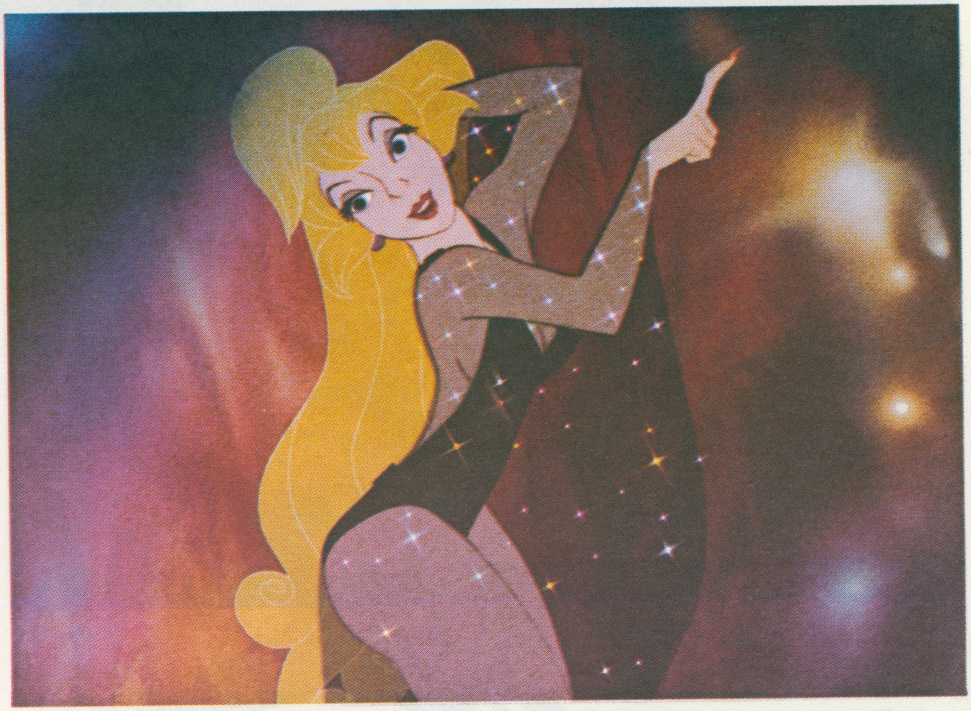
nel.
he
irk



"Ooooh!"

Daphne's voice had surprised Dirk and his yell nearly woke the Dragon! Dirk saw that Daphne was trapped inside a giant Magic Bubble. He wondered how he could get her out. But Daphne seemed to read his thoughts. ●

"The cage is locked with a key. The Dragon keeps it around his neck."



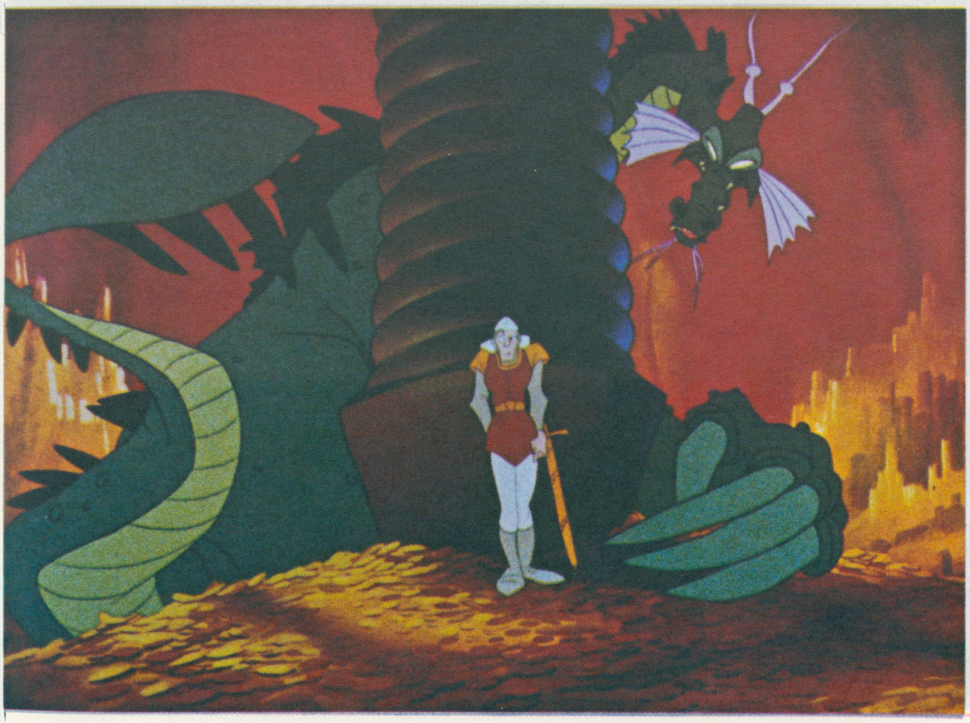
There it was! A shiny golden key tied around the Dragon's neck. But how would Dirk ever get it? The Dragon began to rise. Its ugly head went up and up until it was so high it almost touched the ceiling of the giant cave. Smoke blew from its nose. Fire shot out of its mouth!

Dirk
where h
Daphne
but the
its gian
away a

nd

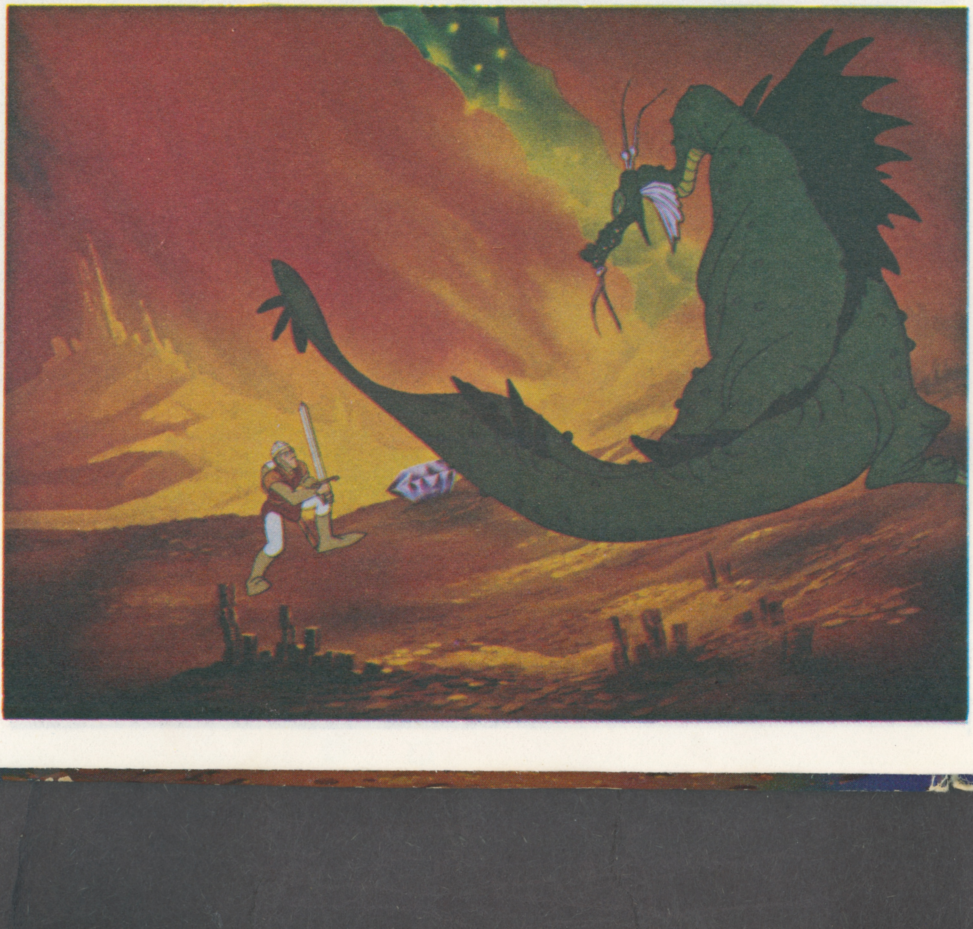
on's
n to
ost
its

Dirk dived out of the way. The fire scorched the gold coins where he had been standing. The Dragon chased after Dirk as Daphne helplessly watched. Dirk tried to hide behind a pillar, but the Dragon found him. It reached around the pillar with its giant claws and tried to crush the Knight. Dirk ran away again! ●



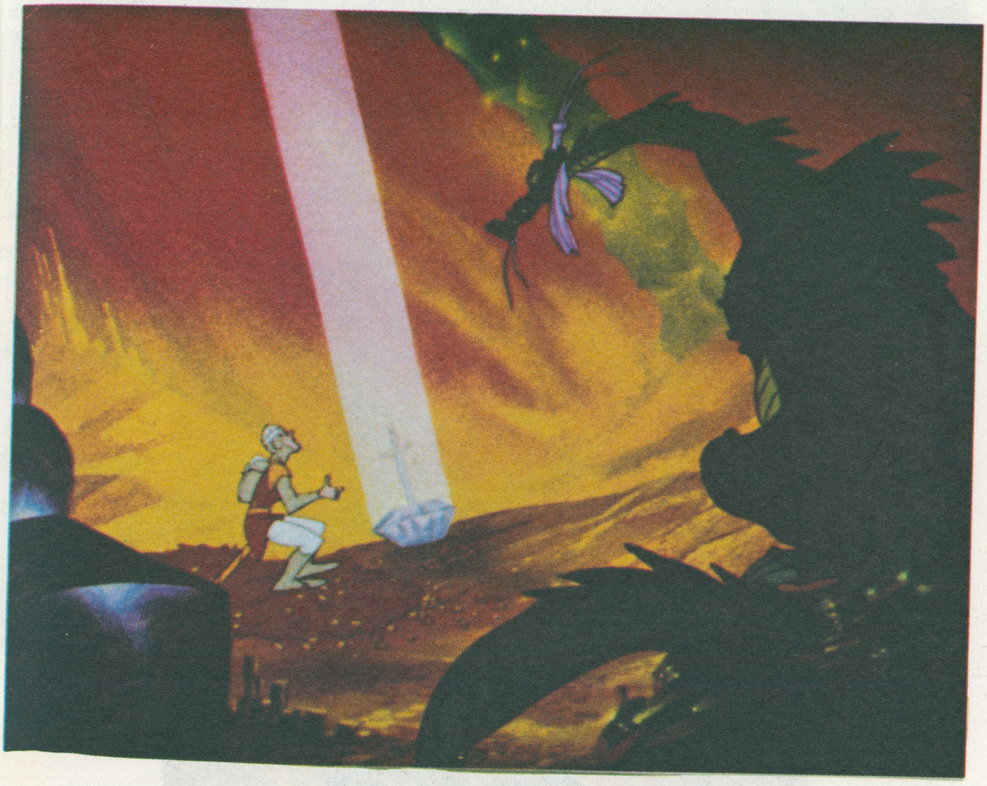
The Dragon spotted Dirk and started to chase him. What could Dirk do? The Dragon was too big to fight. Its claws or fire could reach him before Dirk could get close enough with his sword. Daphne pointed to a glowing sword which was stuck in a giant jewel.

"To slay the Dragon, use the Magic Sword."



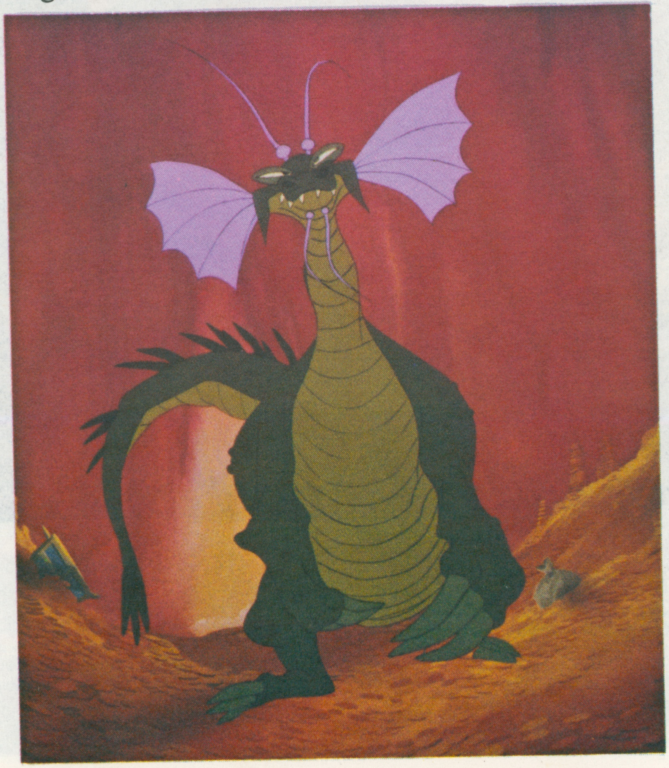
Dirk
Princes

hat
or
ith
as

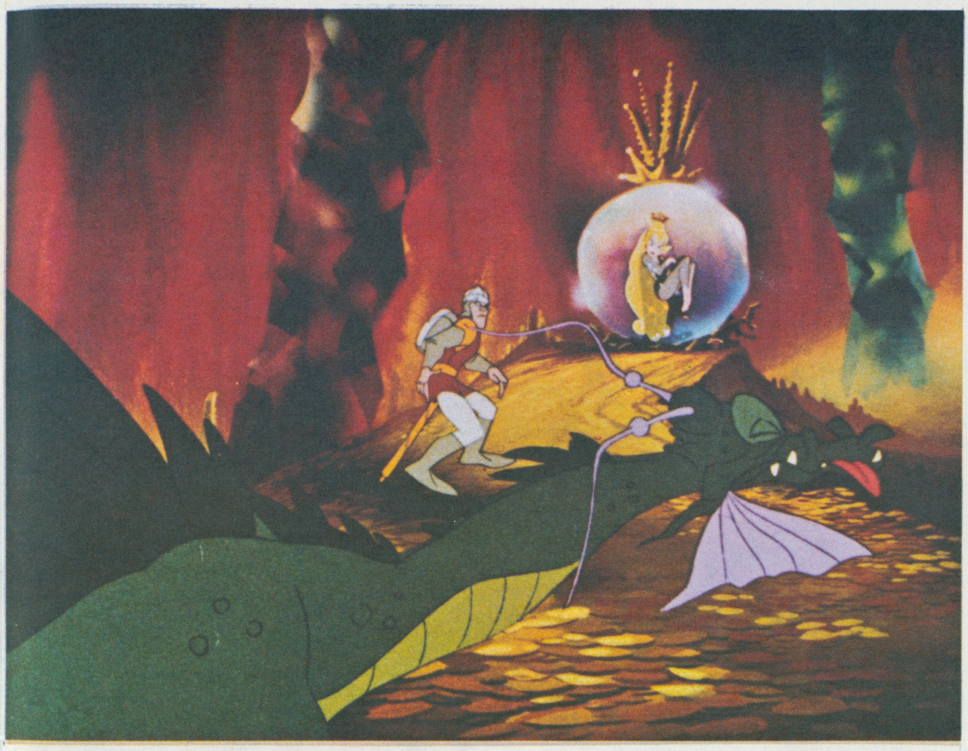


Dirk had to get to the sword if he was going to save the Princess. ●

The Dragon was coming right at Dirk and would be breathing fire any second! Dirk raced for the Magic Sword and pulled it from the giant jewel. The Dragon took a deep breath and blew a burning stream of fire at Dirk. The Magic Sword acted as a shield for Dirk and bounced the flames away from him. Taking aim, Dirk threw the sword at the evil Dragon.

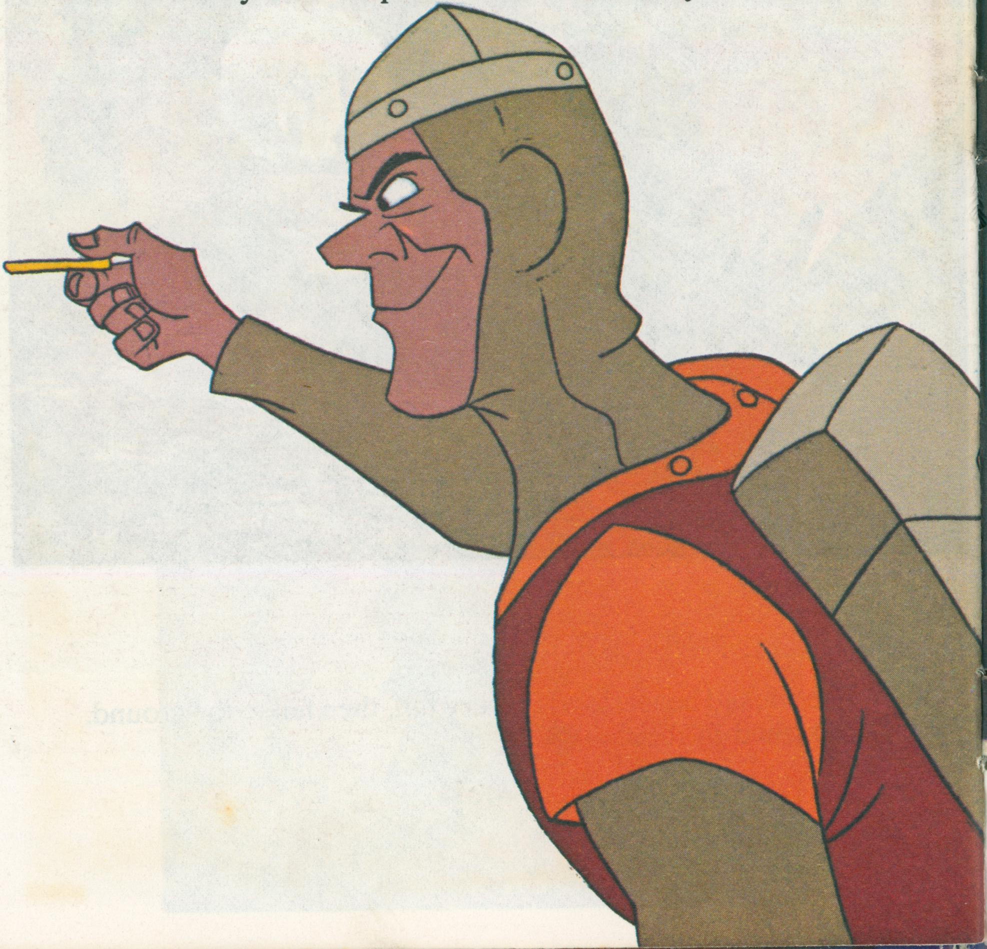


The
Dirk s



The wicked beast stood up very tall, then fell to the ground. Dirk sighed in relief.

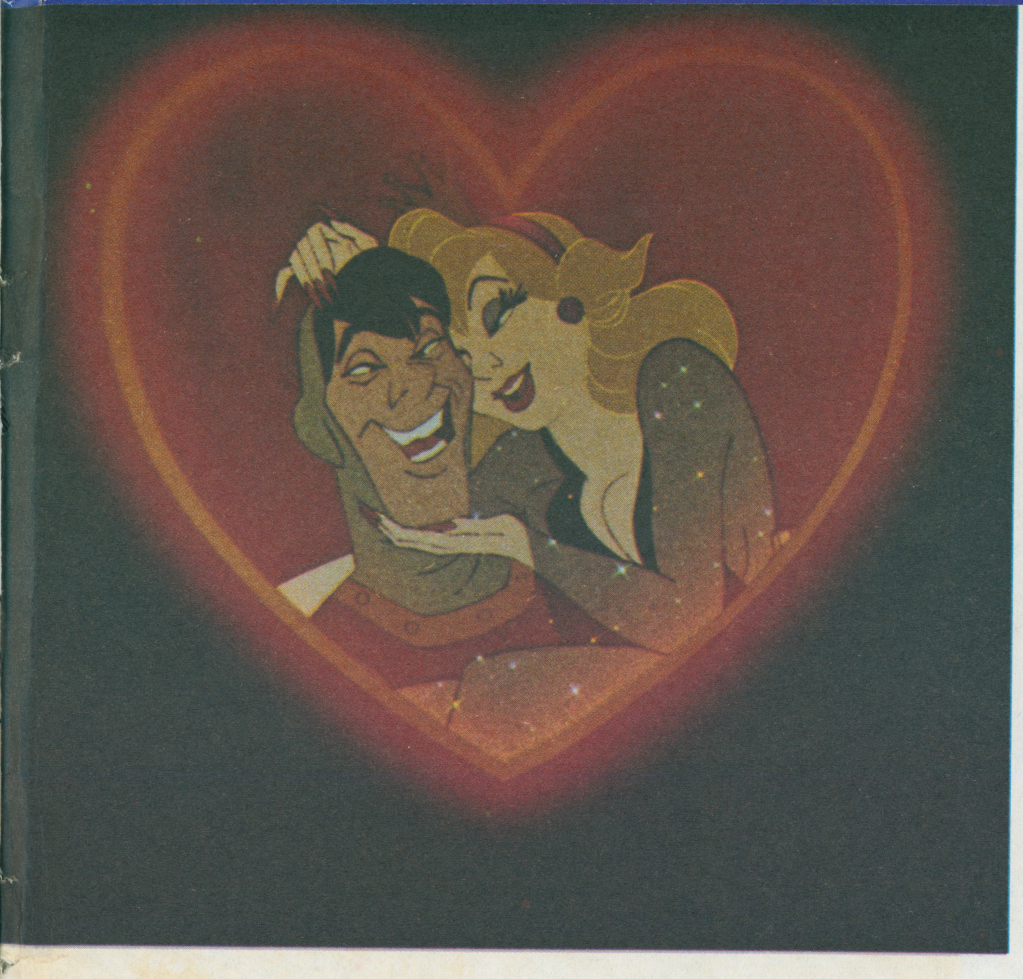
Dirk grabbed the key from the Dragon's neck and unlocked the Magic Bubble. Princess Daphne was free! Dirk was so enchanted by her beauty that right then and there he asked her to marry him. Daphne smiled and said yes.



Ar

thus

cked
s so
ked



And so our hero had rescued his fair maiden at last, and thus ends the great adventure of DRAGON'S LAIR.

**Tele-Story**
presents
**DRAGON'S LAIR™**
**Fun with Your Favorite Stars**
For pre-school & up

0
7
76647 40081

**Here are more of your Favorite Stars:**

- Space Ace
- The Adventures of Gumby
  Son of Liberty
  The Witty Witch
  The Golden Gosling

**Choose from our other delightful series:**

### Growing Up Smarter

- Wacky Words
- Nimble Numbers
- Learning to Tell Time
- Learning My ABC's
- Learning My 1, 2, 3's

### Fairy Tales

- Little Red Riding Hood
- Snow White
- Cinderella
- Hansel and Gretel
- Pinocchio
- Sleeping Beauty

### Bible Stories

- Samson and Delilah
- Moses in Egypt
- David and Goliath
- Noah and the Ark
- Daniel in the Lion's Den
- Joshua and the Battle of Jericho

**Just a few of the many productions from**

©1984

**SUPERSCOPE®**
Chatsworth, CA 91311

Printed in USA

47 181